



Meydenbauer Bay Park Phase 1 Design Overview



Public Hearing

April 14, 2016

Working Schedule

- Phase 1 design begins April 2014
- Open house December 2014
- COB land use and environmental permits submitted April 2015
- Public meeting permits and 50% design presented June 2015
- Public hearing permit decisions April 14, 2016
- Submit building, grading, and demo permits to COB 2nd Quarter 2016
- All permits in hand 4th Quarter 2016
- Finalize bid documents and advertise for bidders 4th Quarter 2016
- Start construction May 2017



Phase 1

Downtown Park

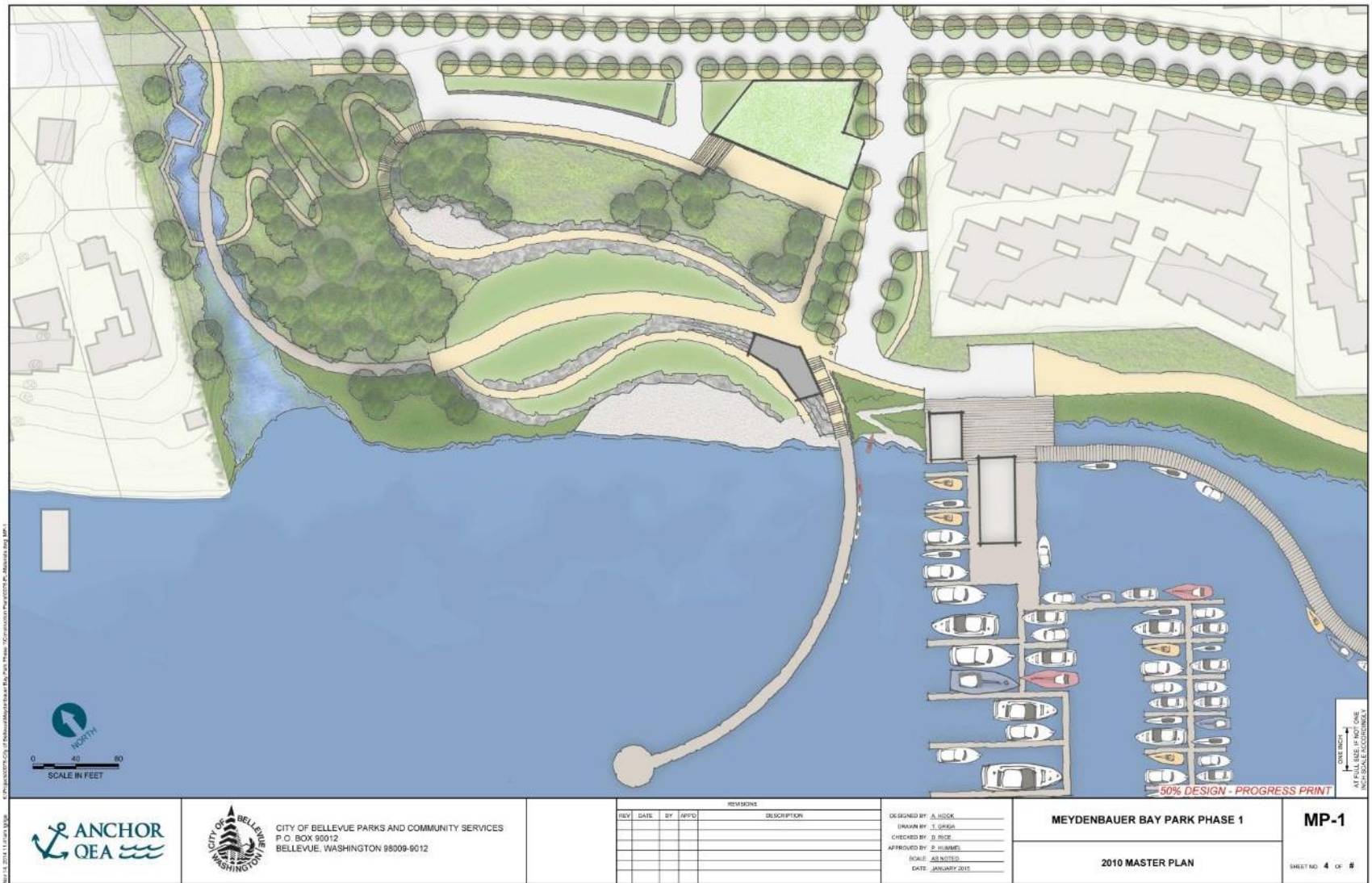
Main Street



Design Process



2010 Master Plan



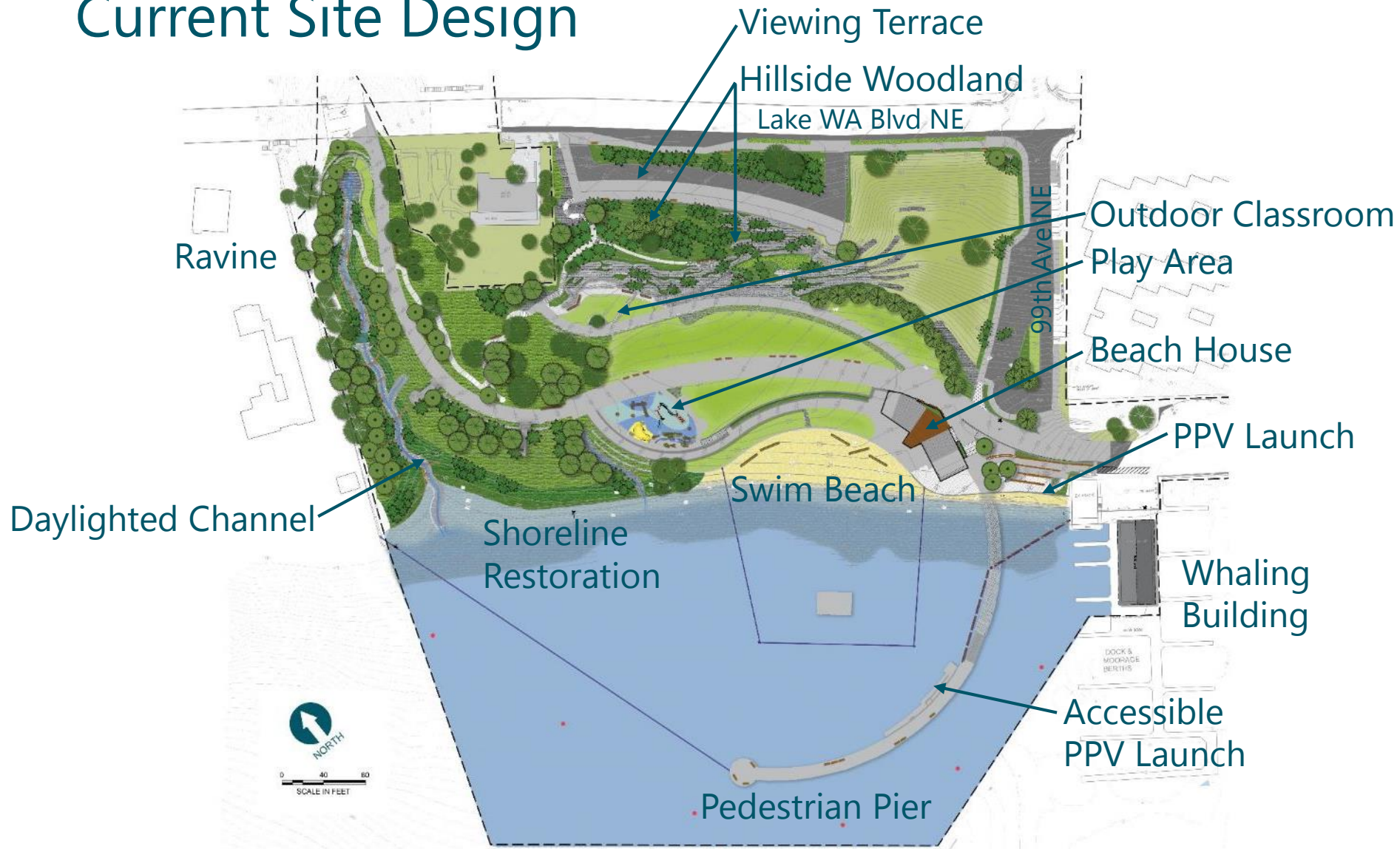
Site Design: 50% Plan



Current Site Design



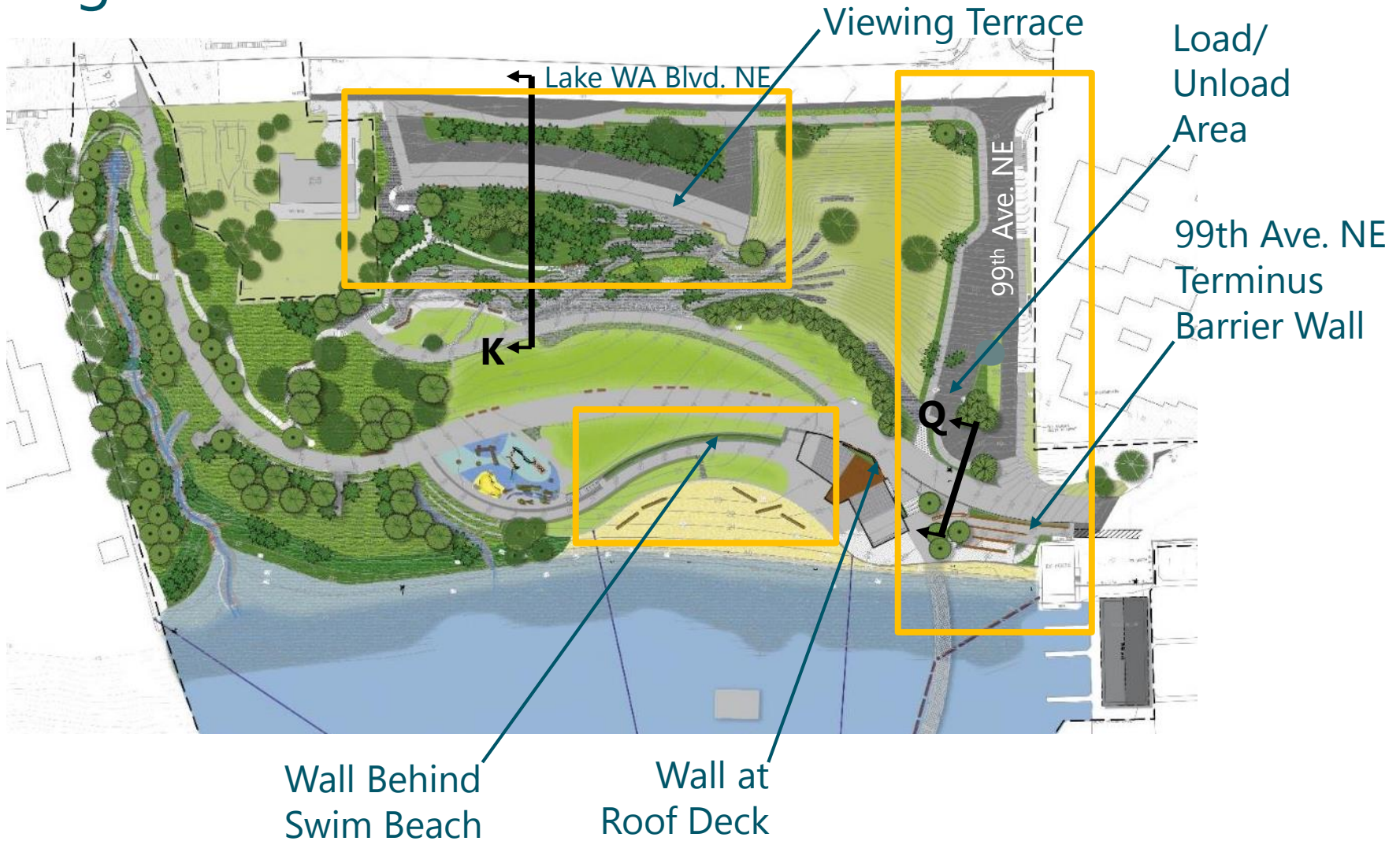
Current Site Design



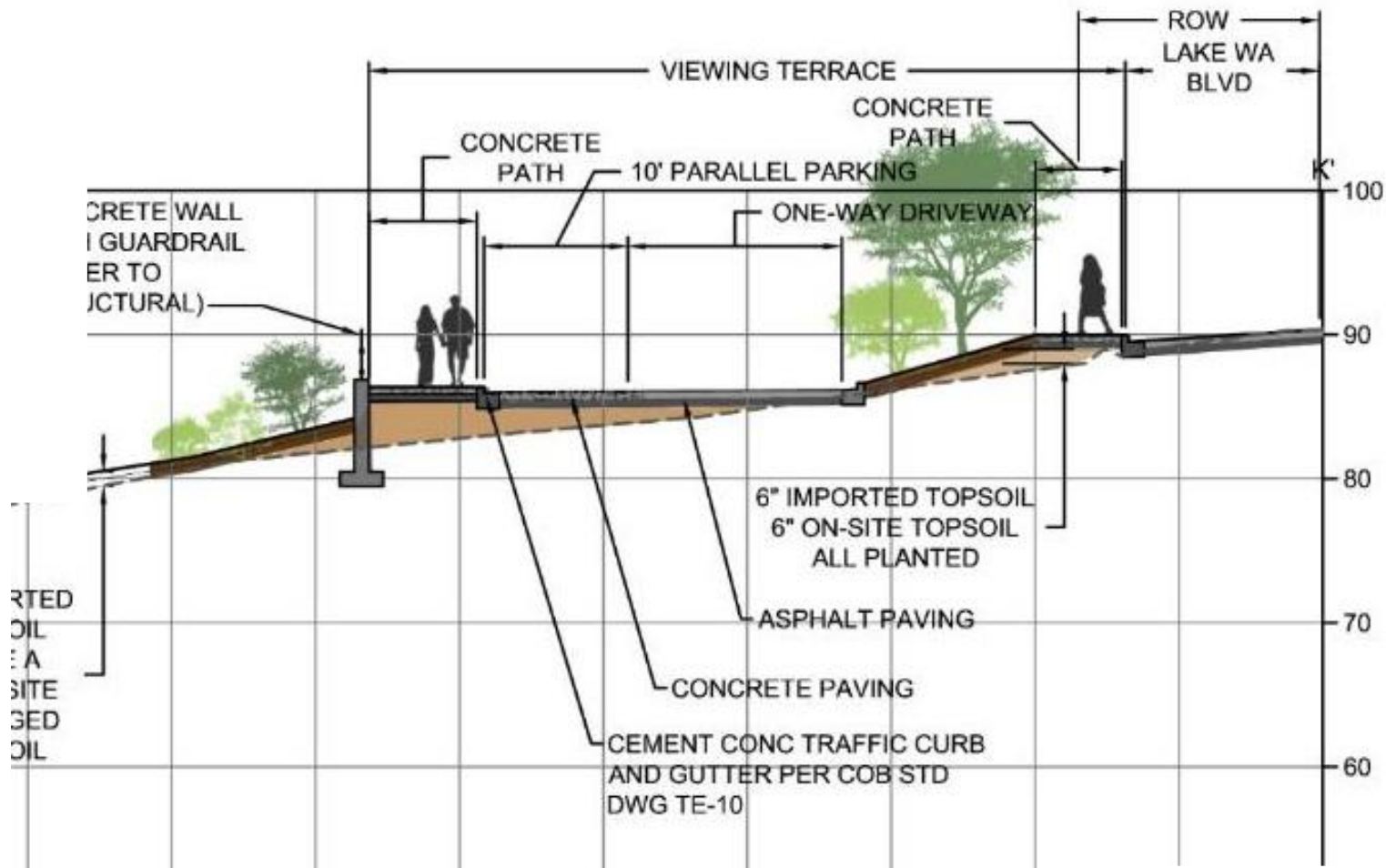
Primary Park Zones and Design Elements



Edges: Streets and Entrances

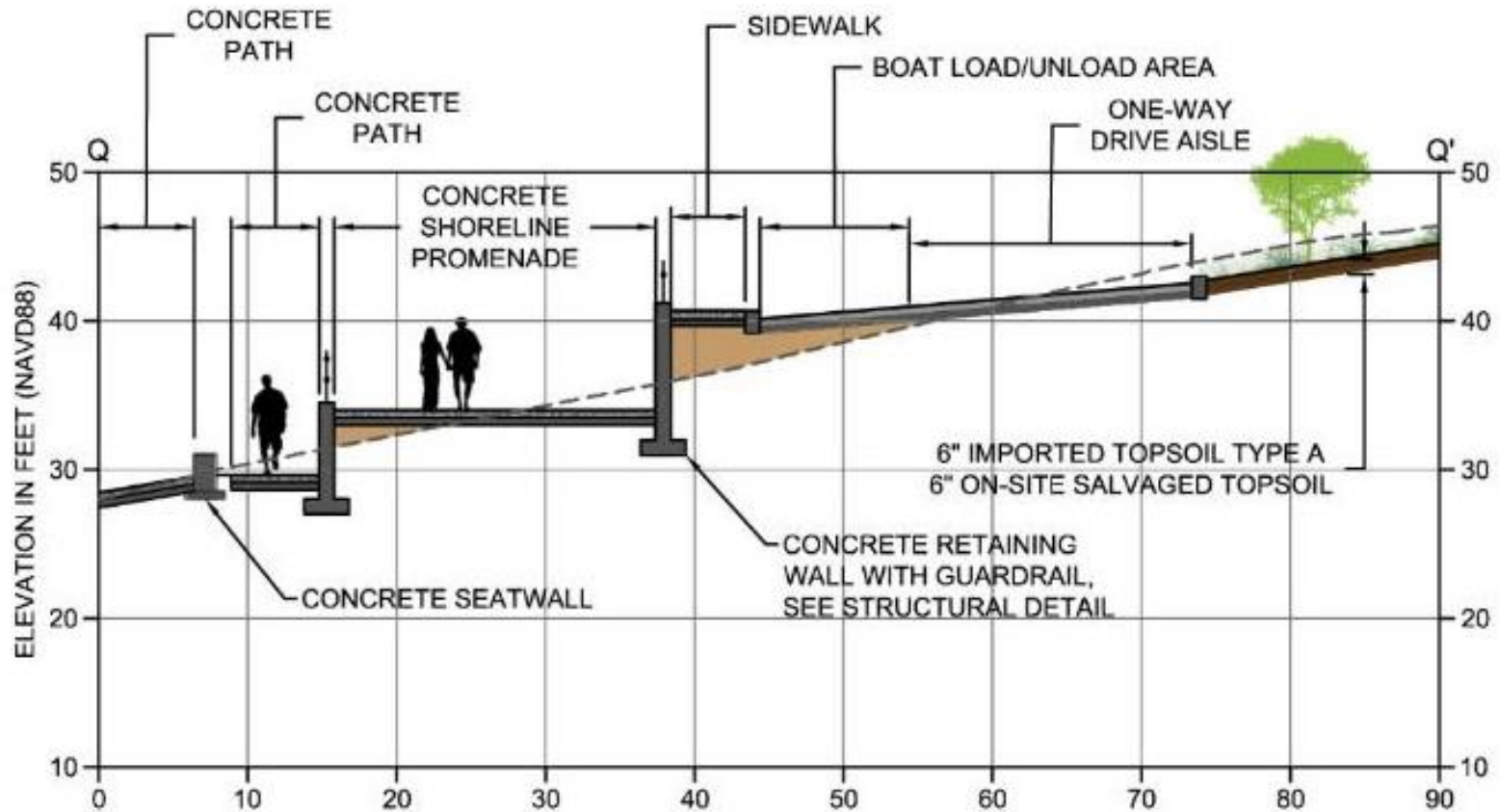


Edges: Streets and Entrances



Section K

Edges: Streets and Entrances



Section Q

Ravine

Channel
Daylighting

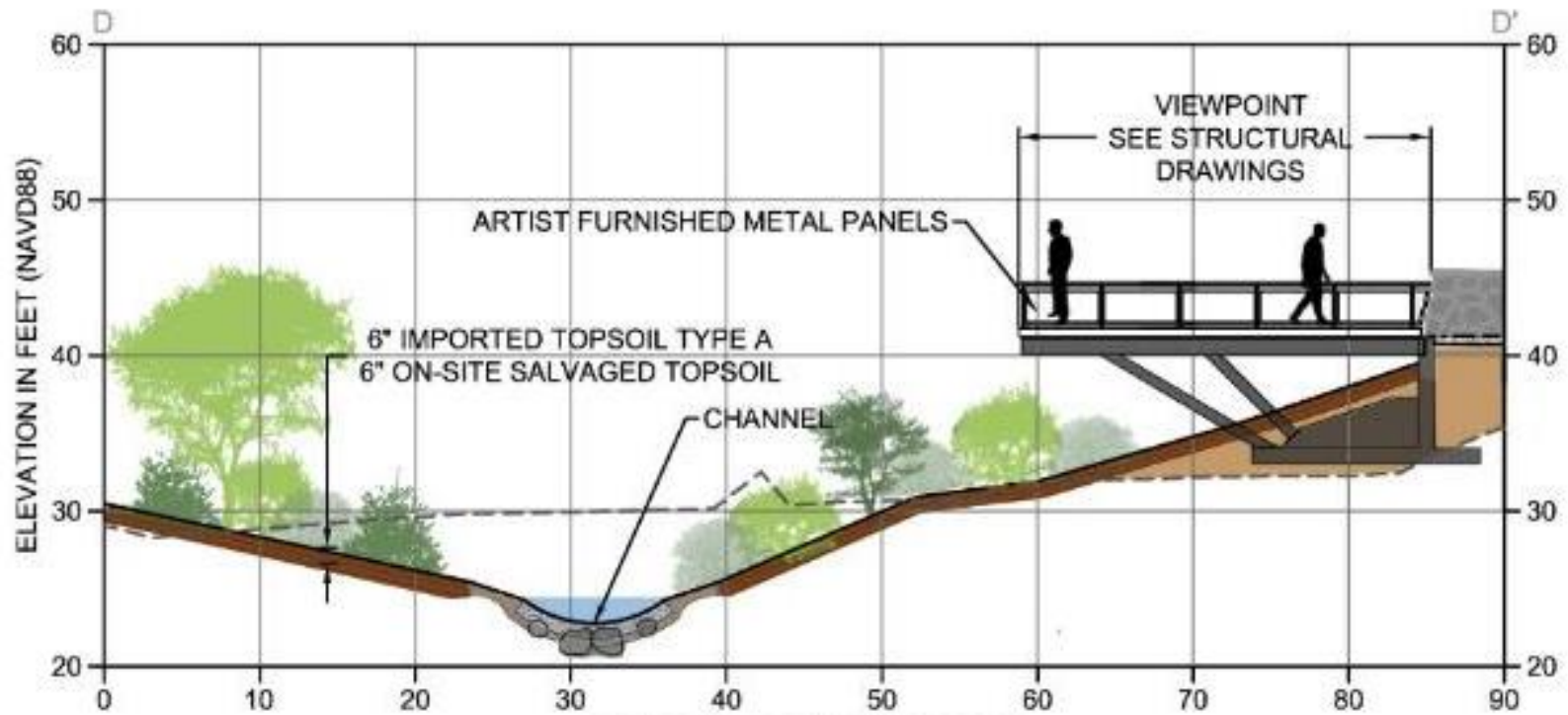
D

Nearshore
Expansion

Viewpoints

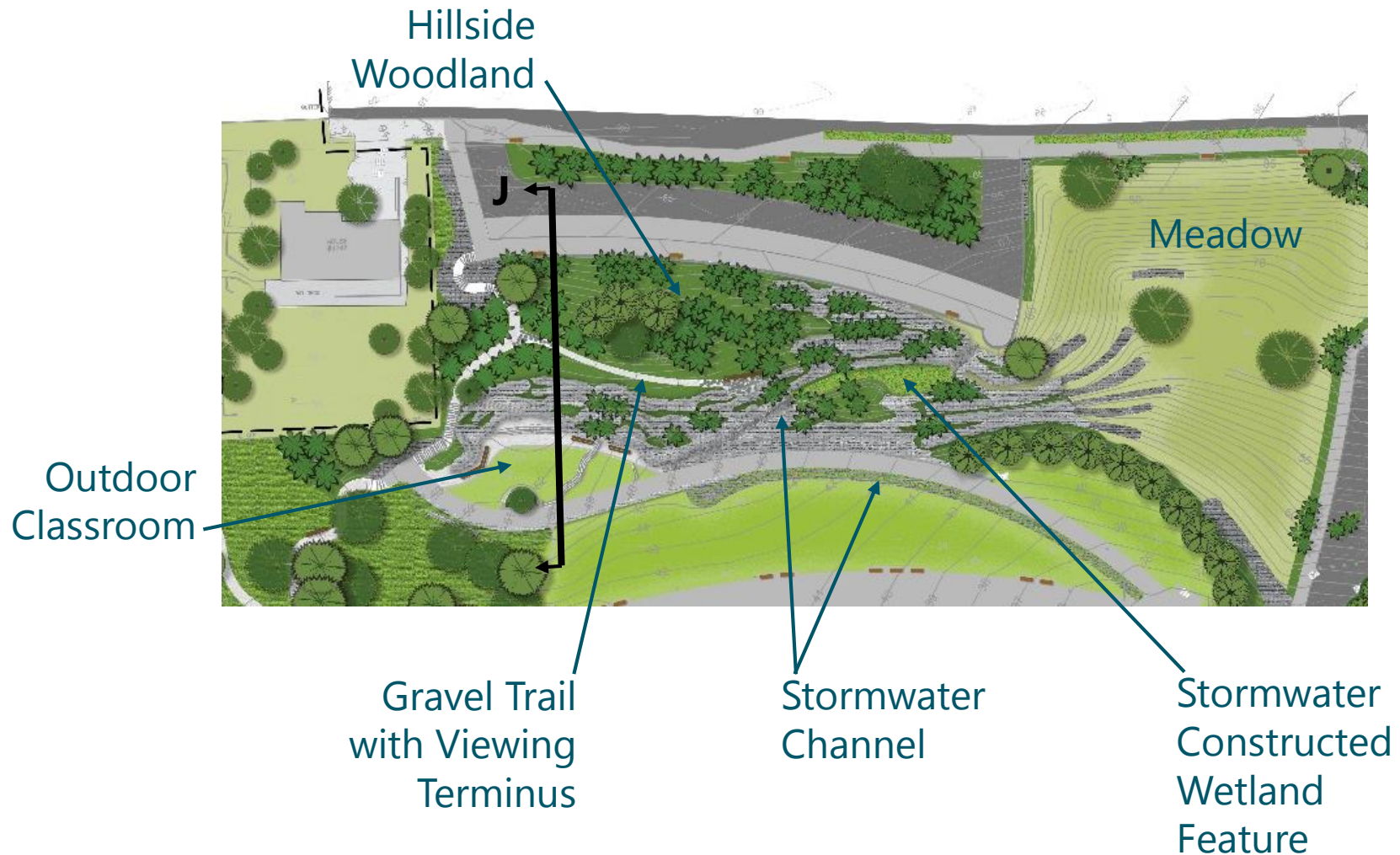


Ravine

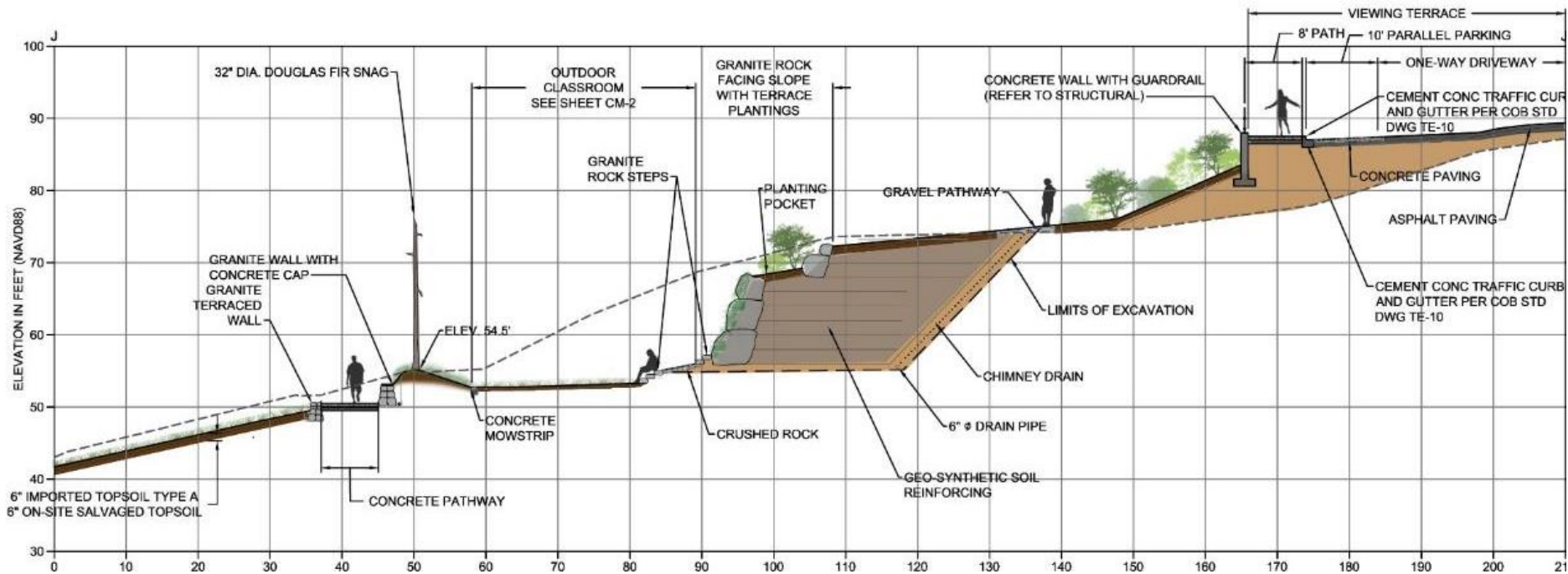


Section D

Hillside and Outdoor Classroom

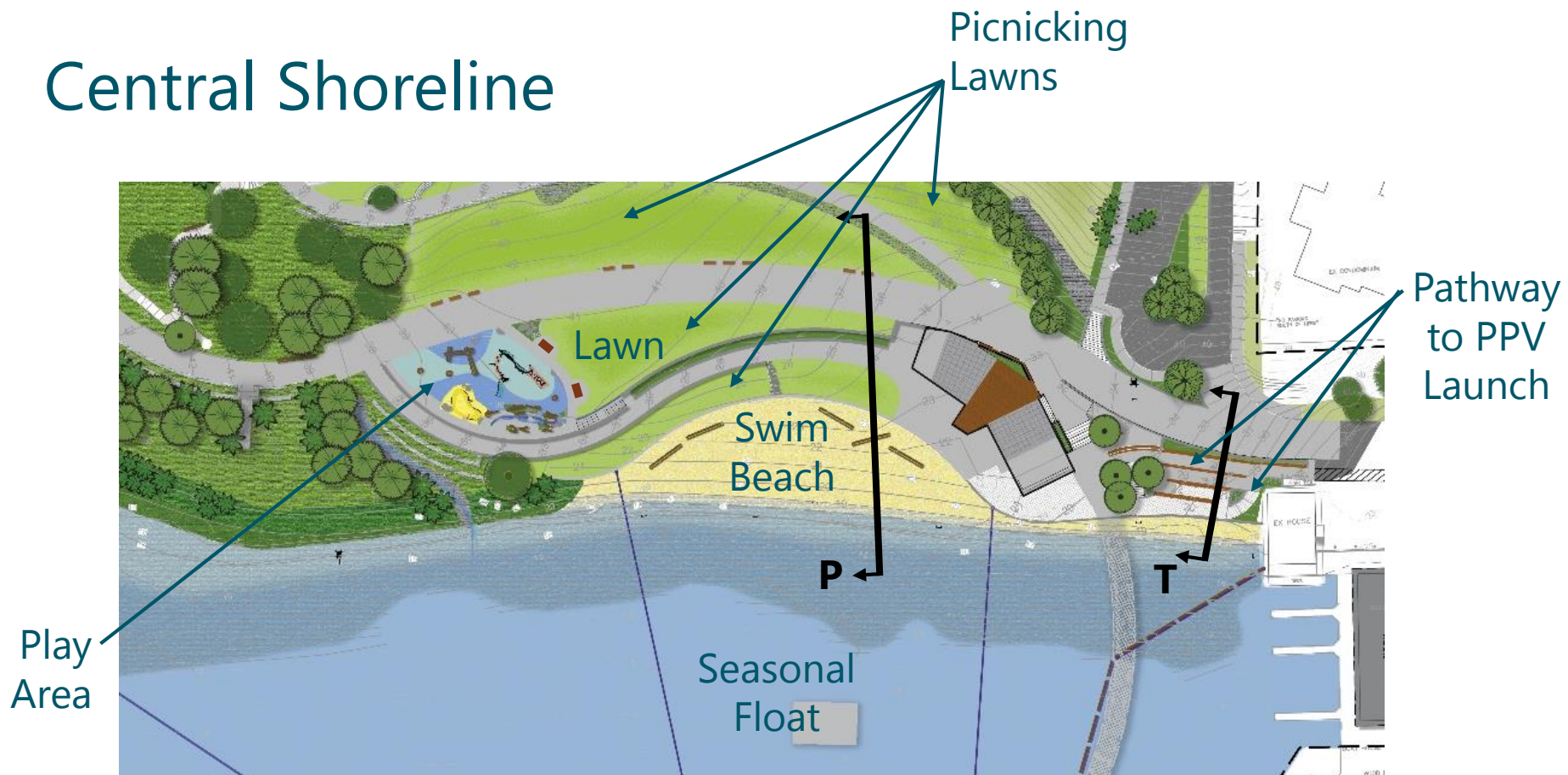


Hillside and Outdoor Classroom

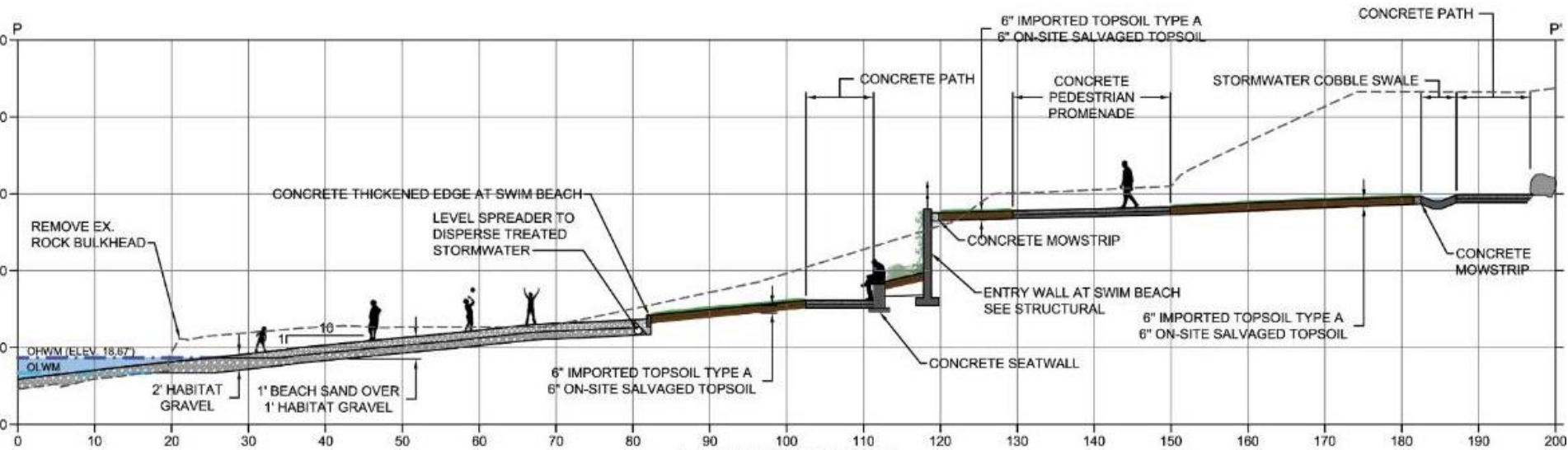


Section J

Central Shoreline

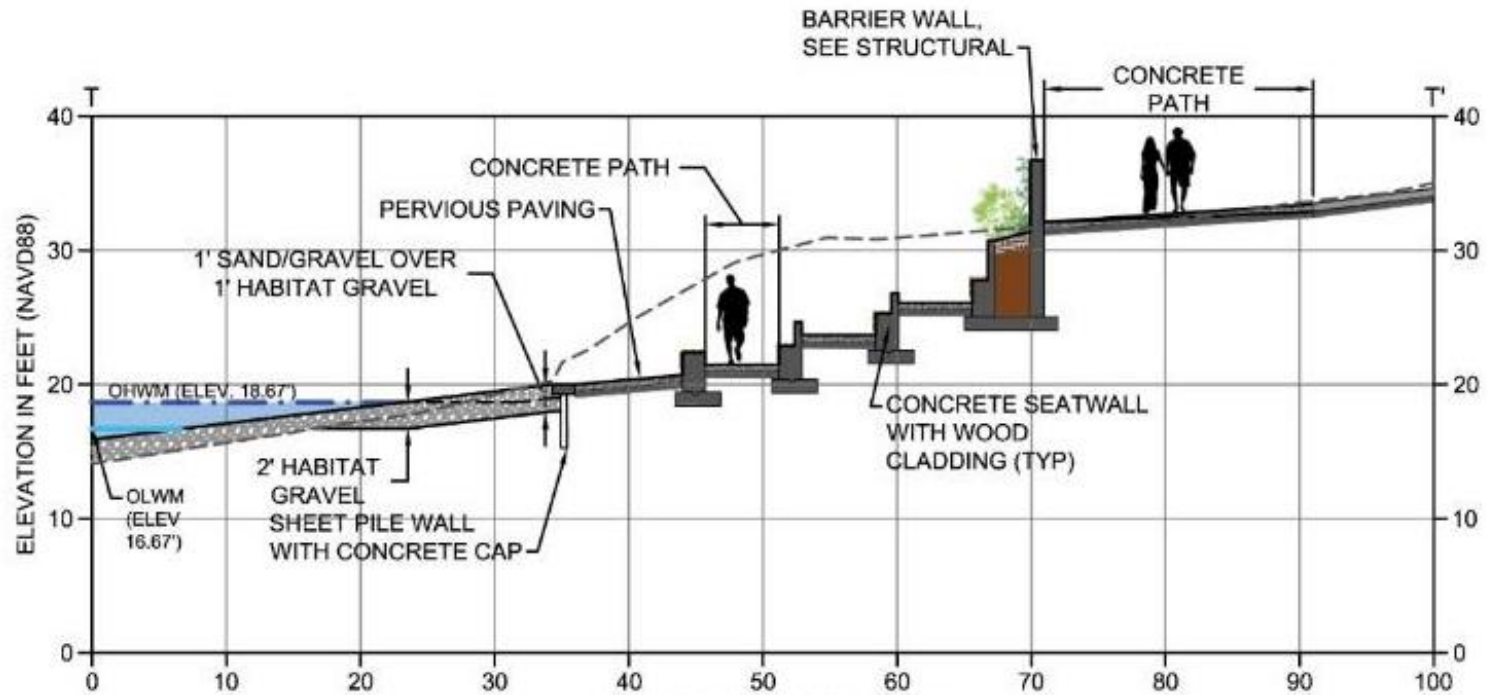


Central Shoreline



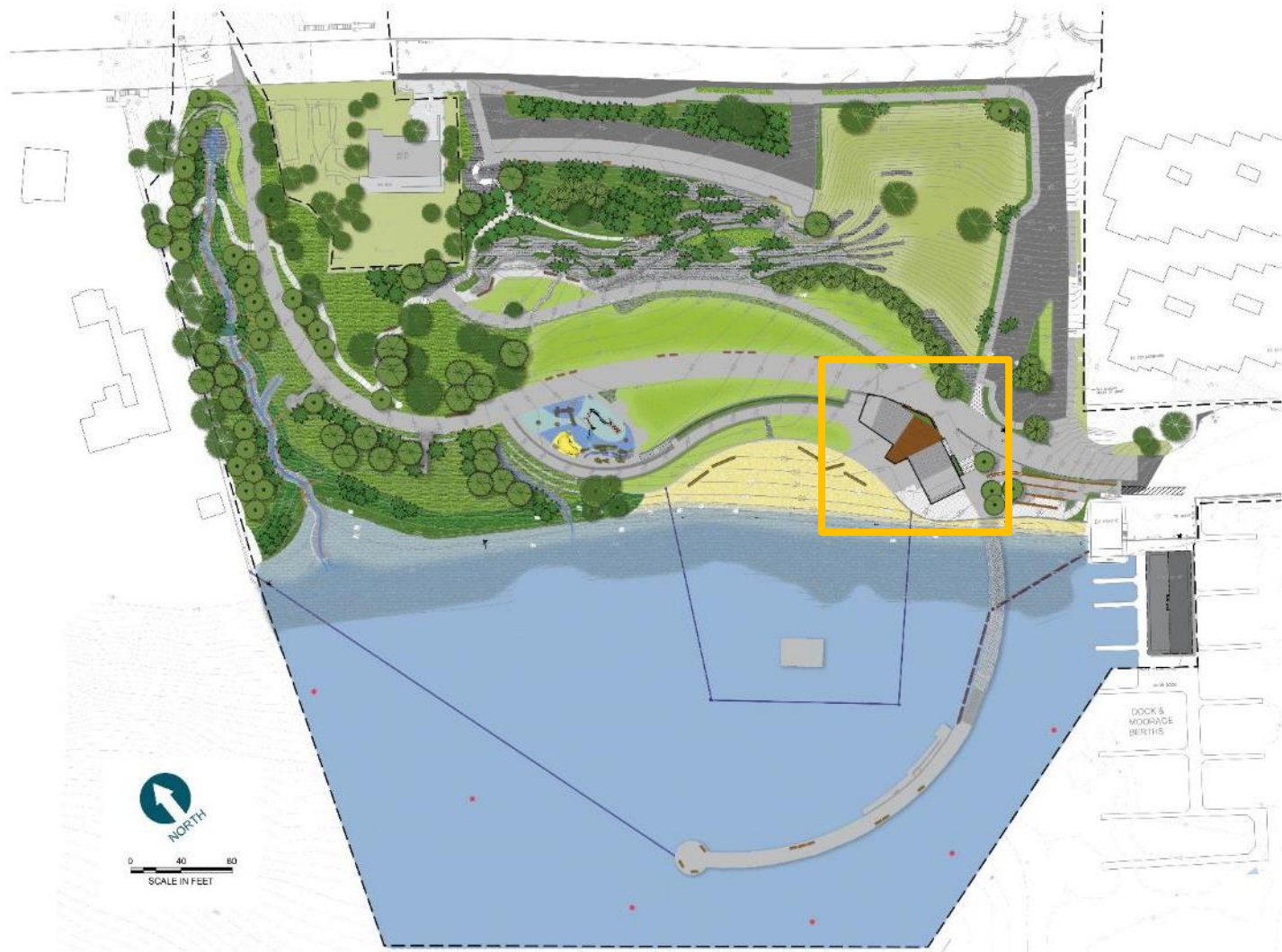
Section P

Central Shoreline



Section T

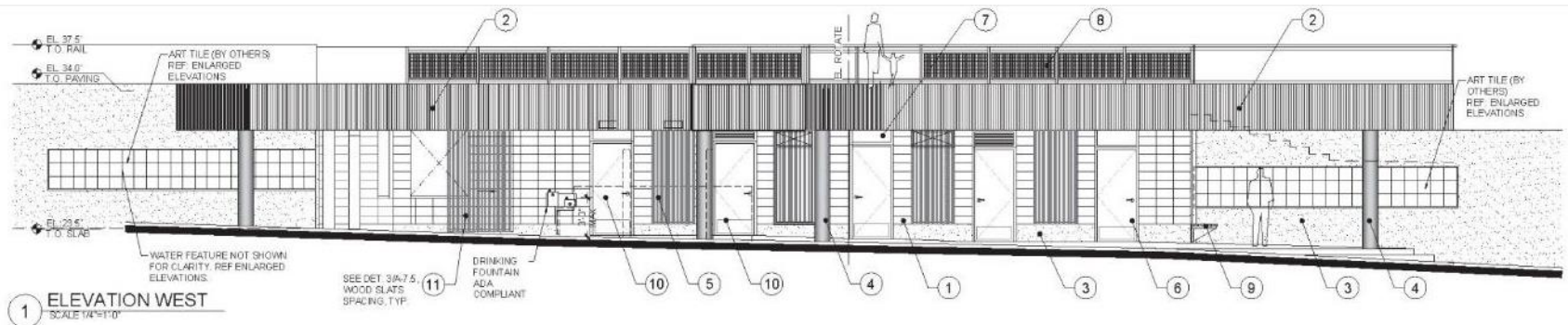
Beach House



Beach House

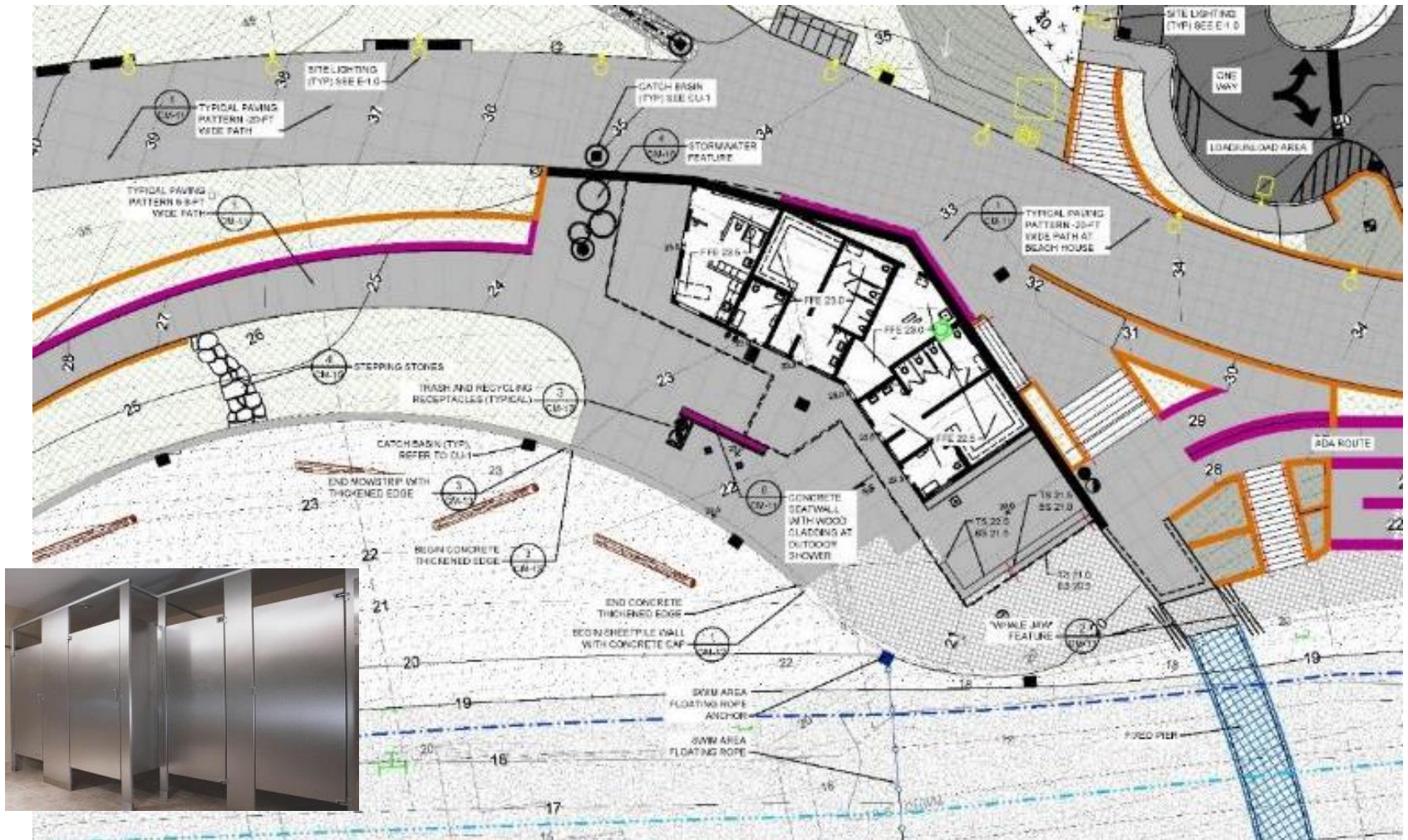


Roof Deck Level



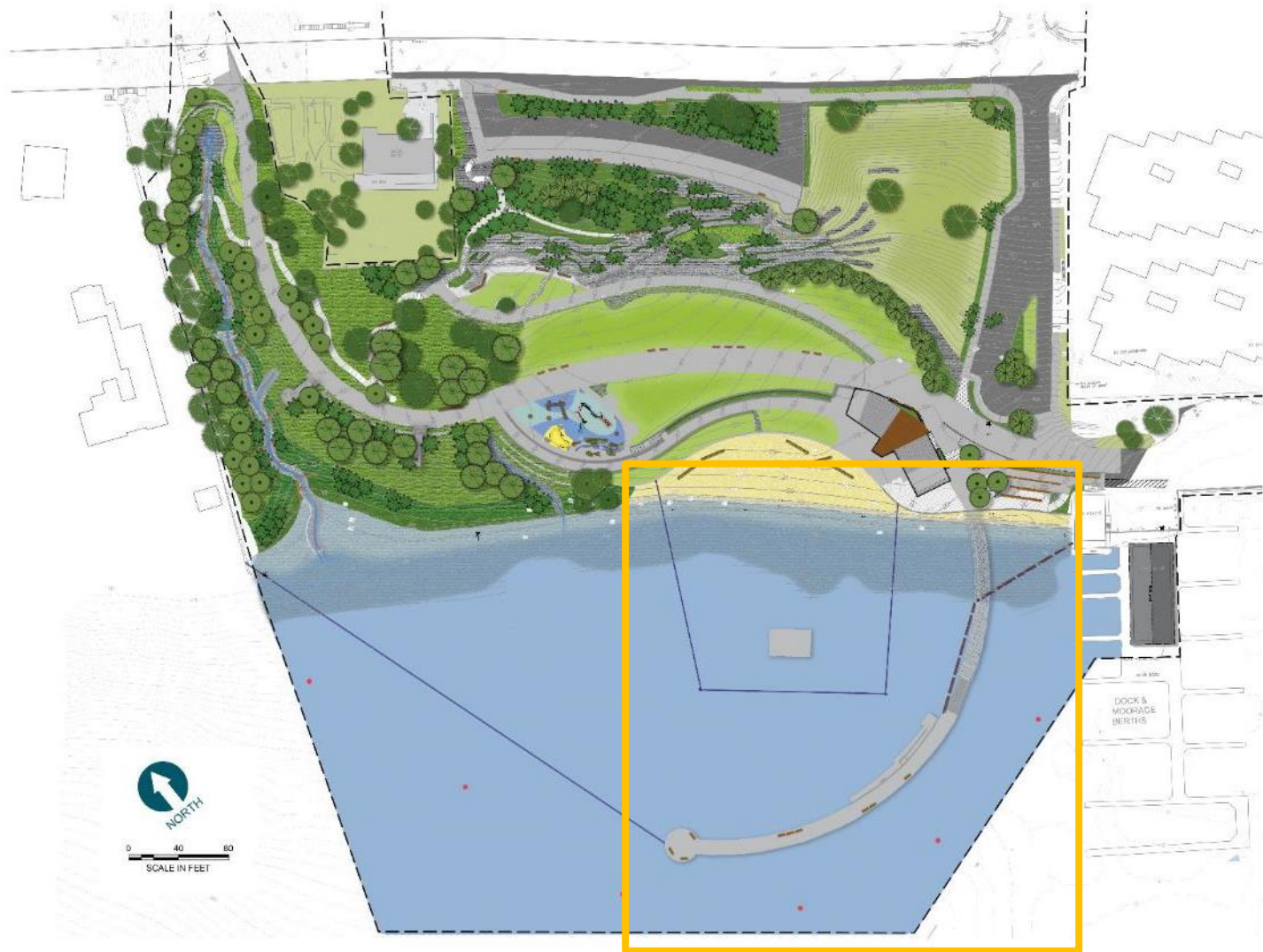
Elevation – Facing Bay

Beach House

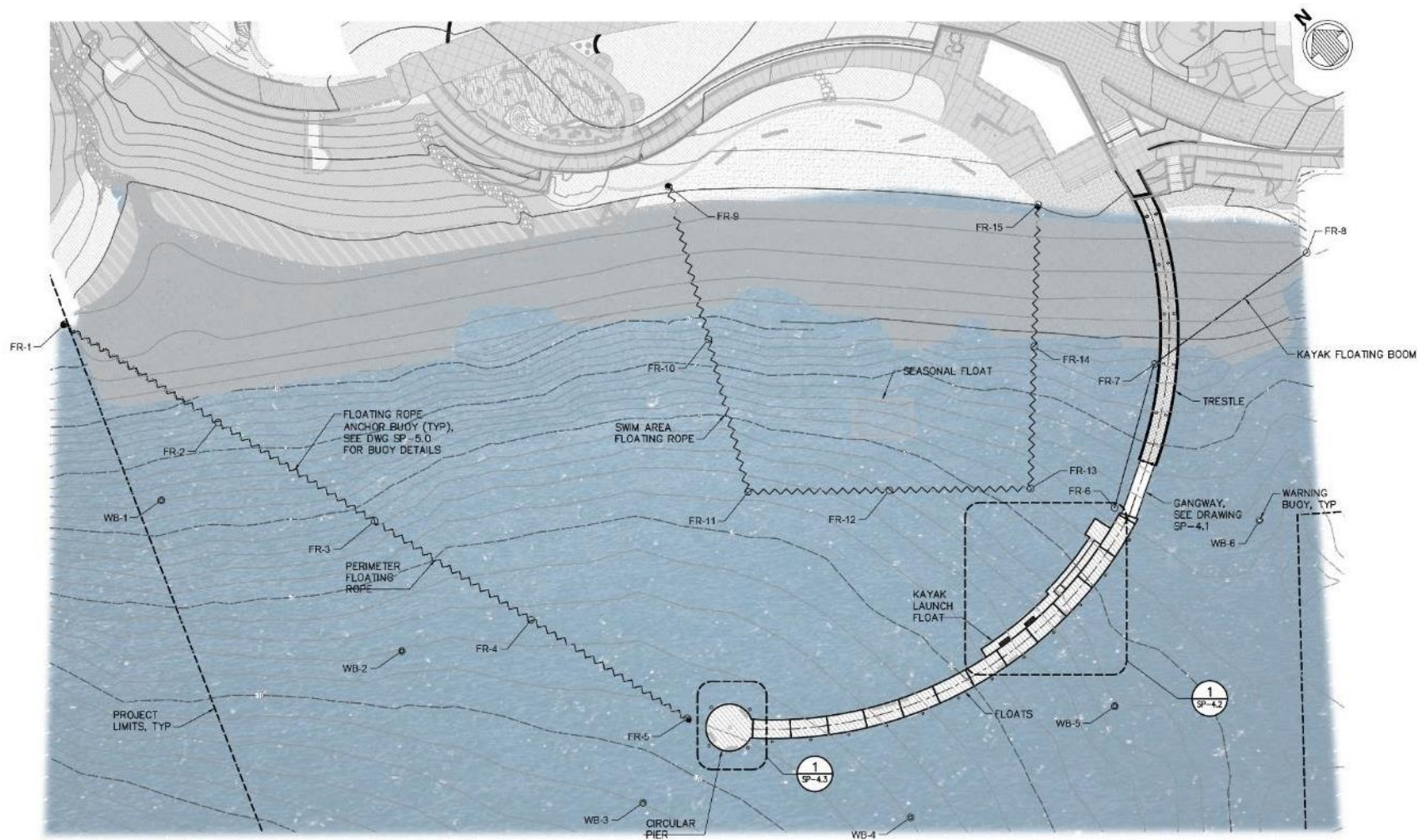


Finished Floor Level

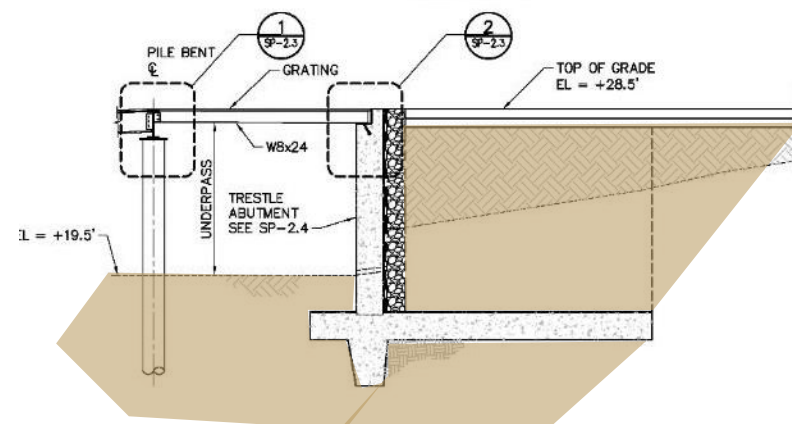
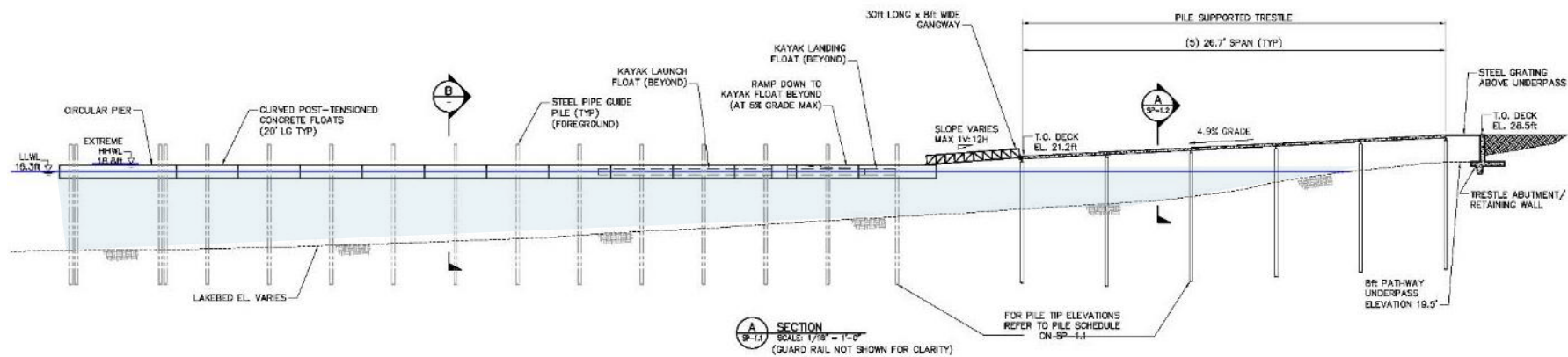
Pedestrian Pier and Swim Area



Pedestrian Pier and Swim Area



Pedestrian Pier



Whaling Building



Whaling Building

- Maintain historical significance
- Provide upgrades to allow public access



Whaling Building facing Lake Washington

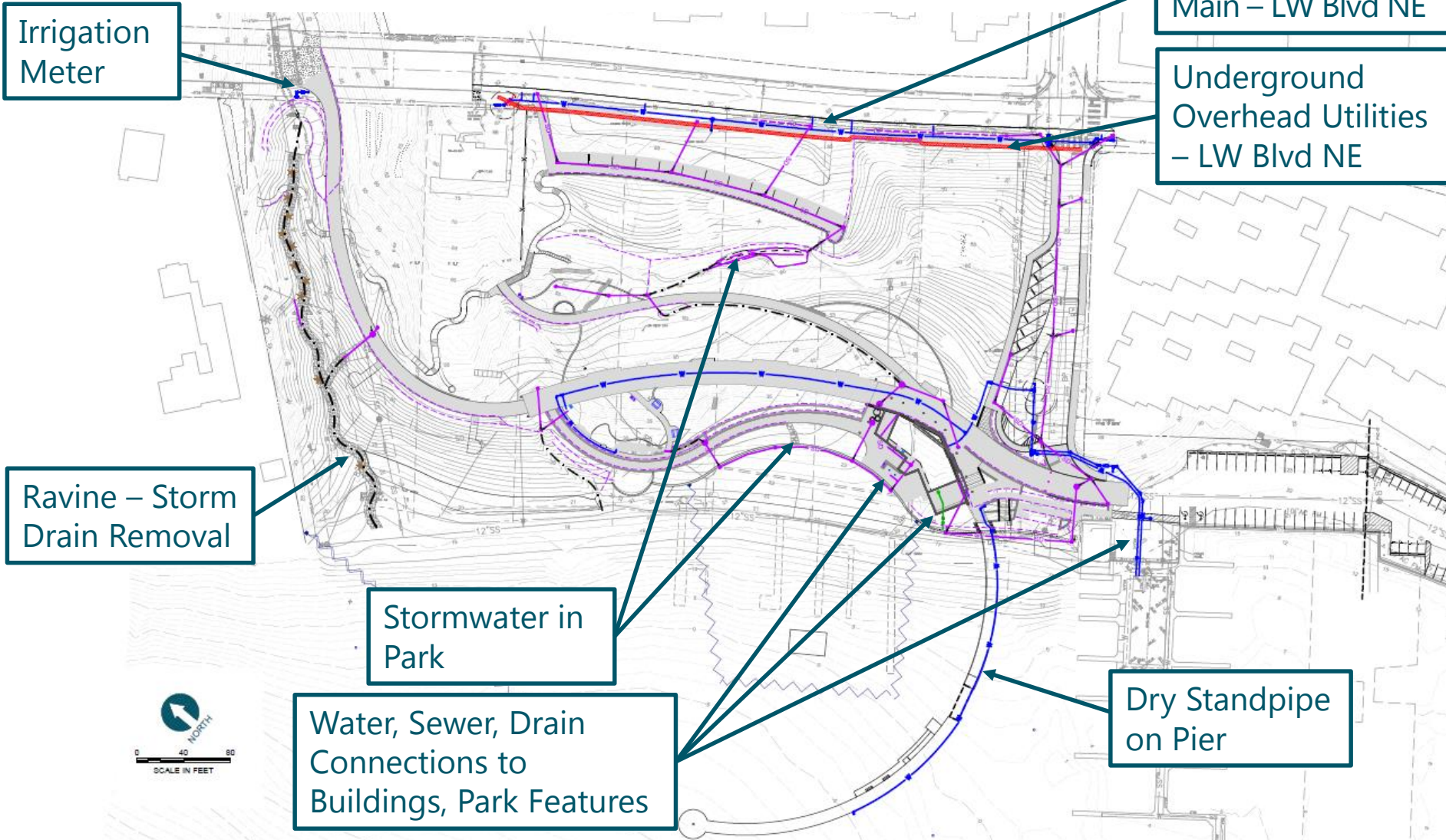


Whaling Building on Pier 1 at Bellevue Marina adjacent to Ice House

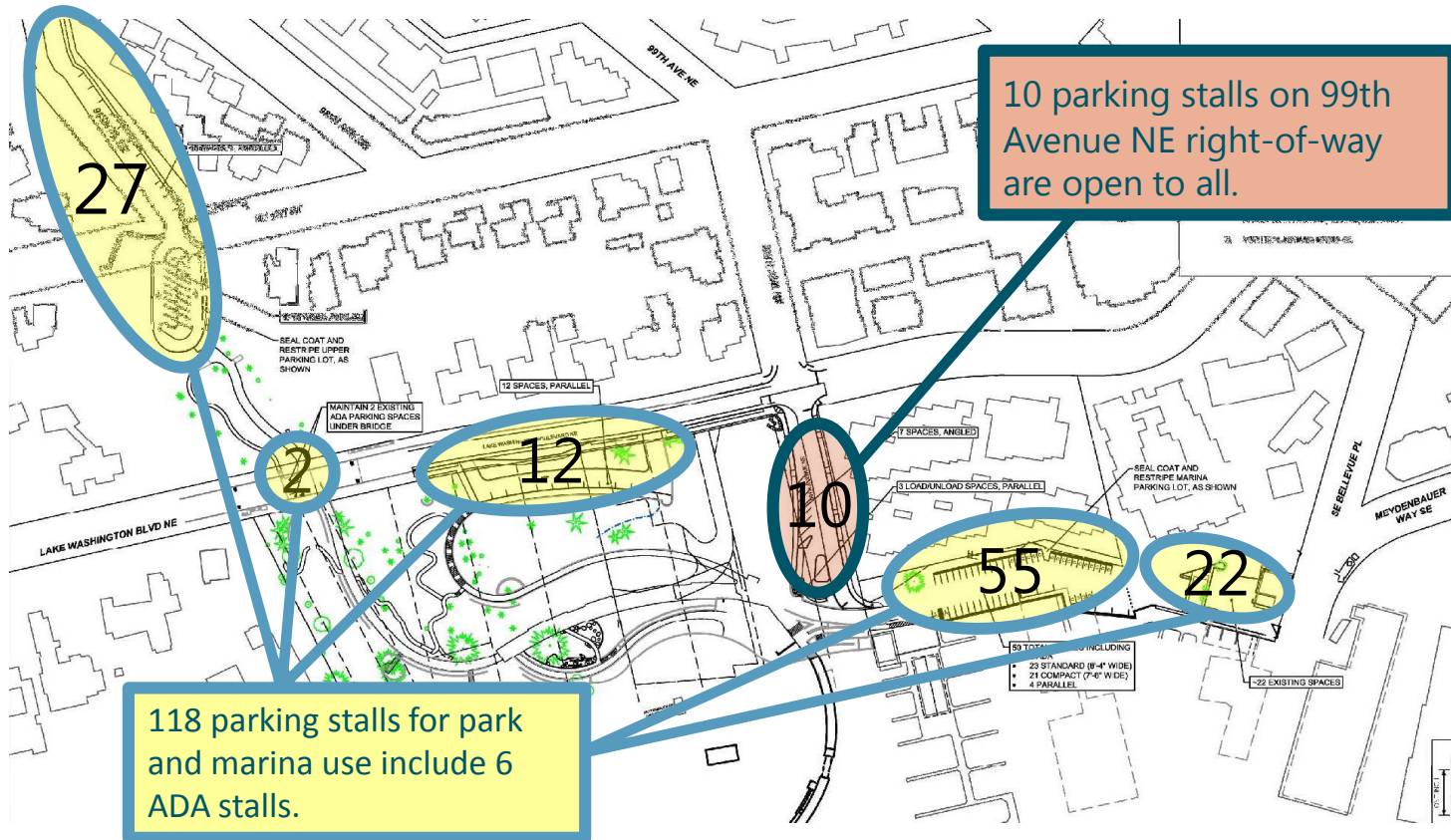


Whaling Building interior

Utility Improvements



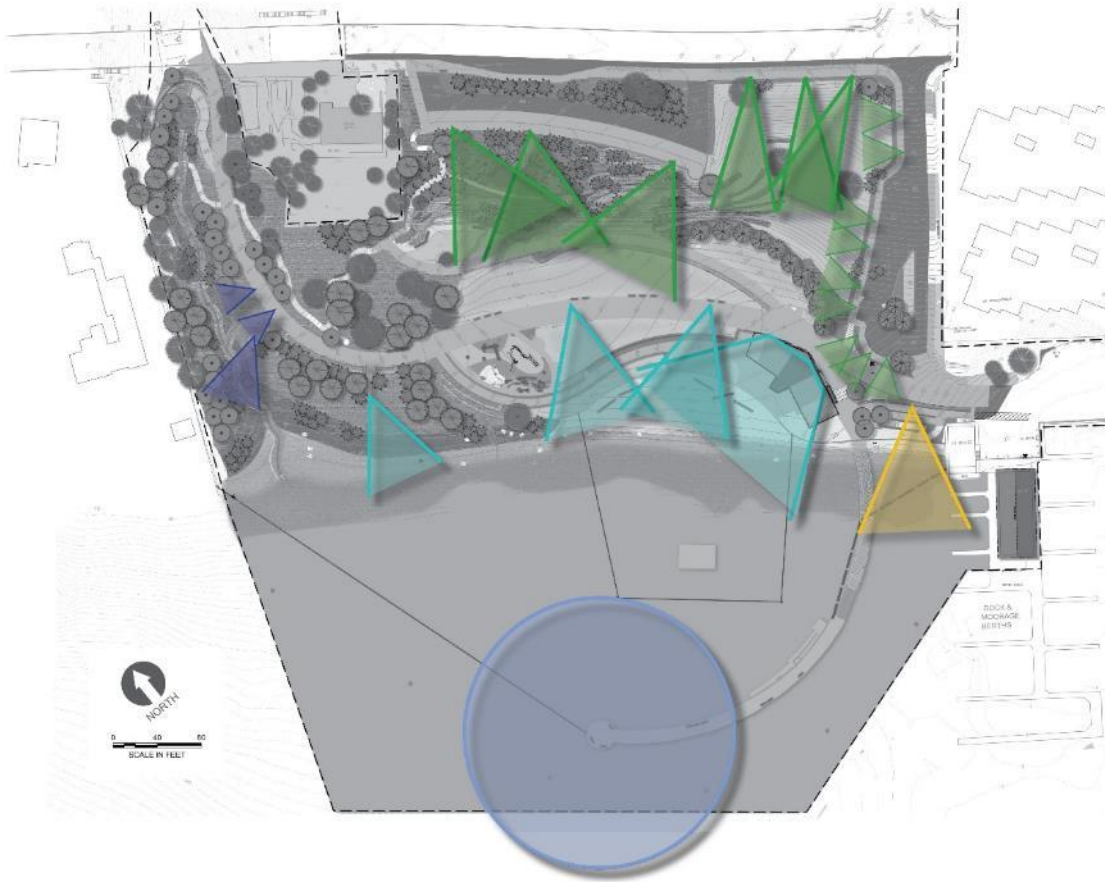
Parking



Experiential Design



Experiential Design: Views



Park View Corridors



Experiential Design: Night and Lighting



Experiential Design: Shoreline Uses



From the Collections of Eastside Heritage Center

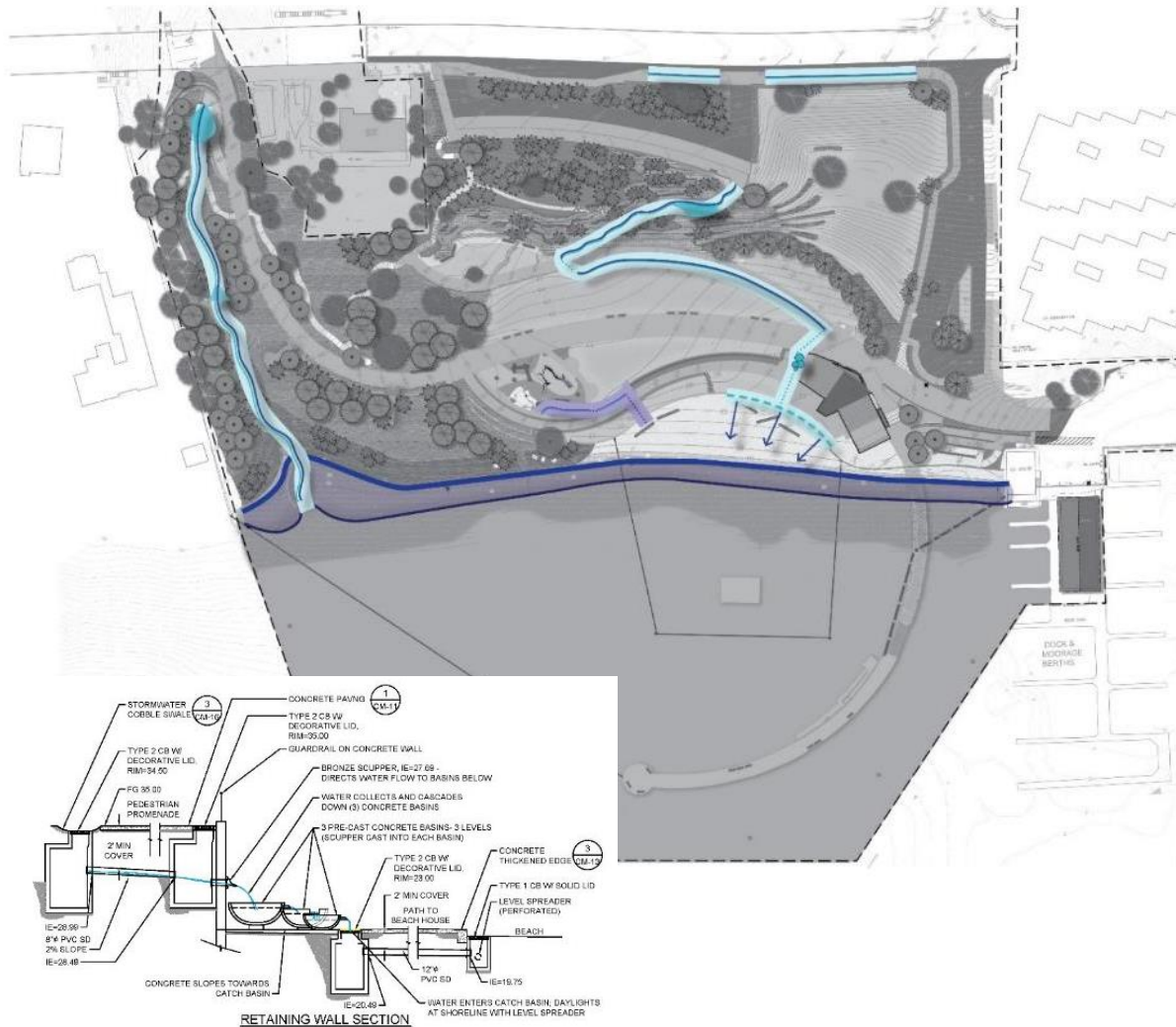


Experiential Design: Upland Uses



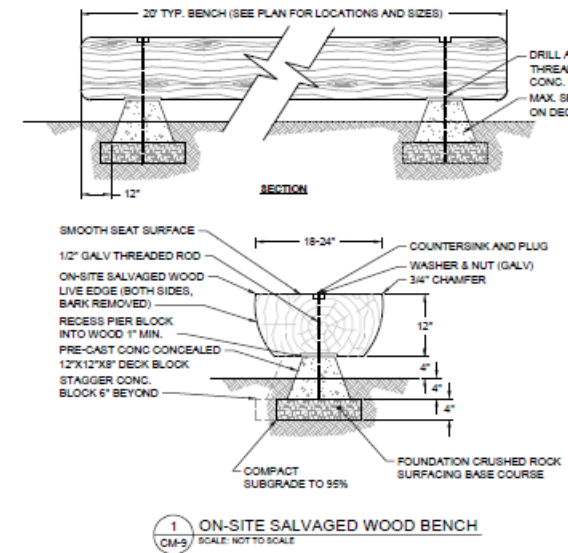
Anticipated passive area users

Experiential Design: Flowing Water

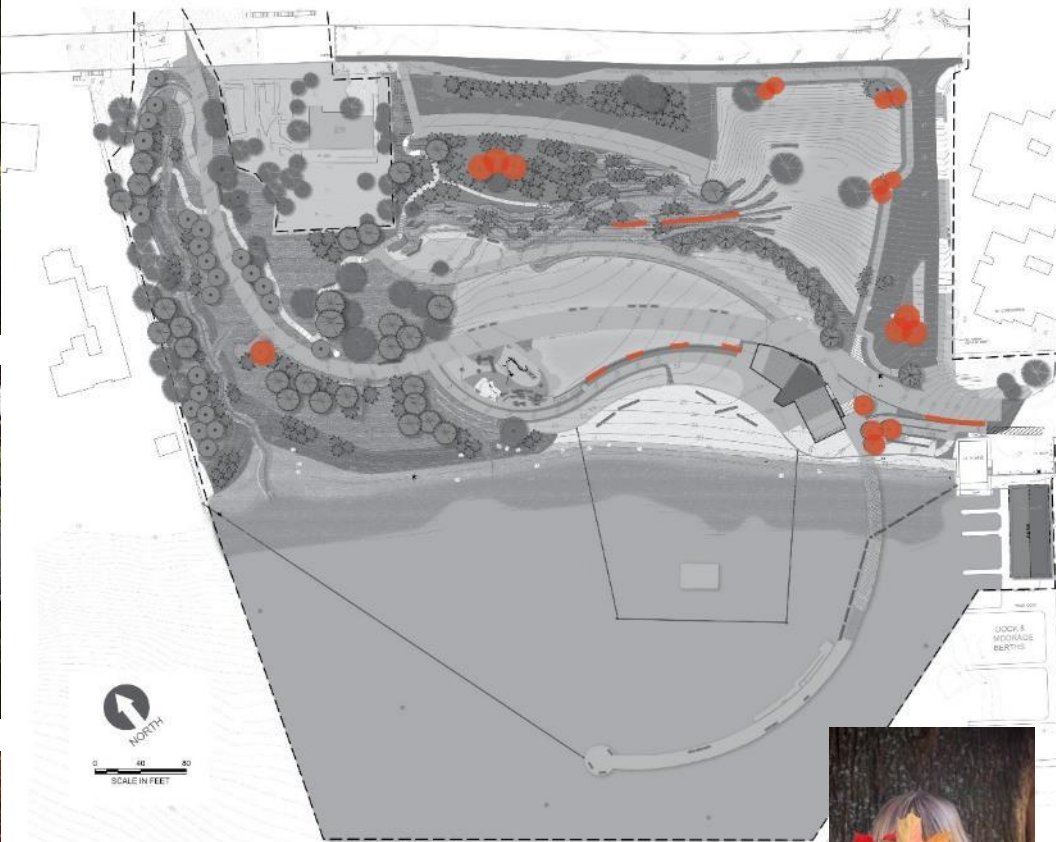


Experiential Design: Preservation and Reuse

- Preserve mature trees
- Salvage and reuse site trees as park benches, driftwood, and play area features
- Salvage and reuse basalt rock
- Transplant small maple trees

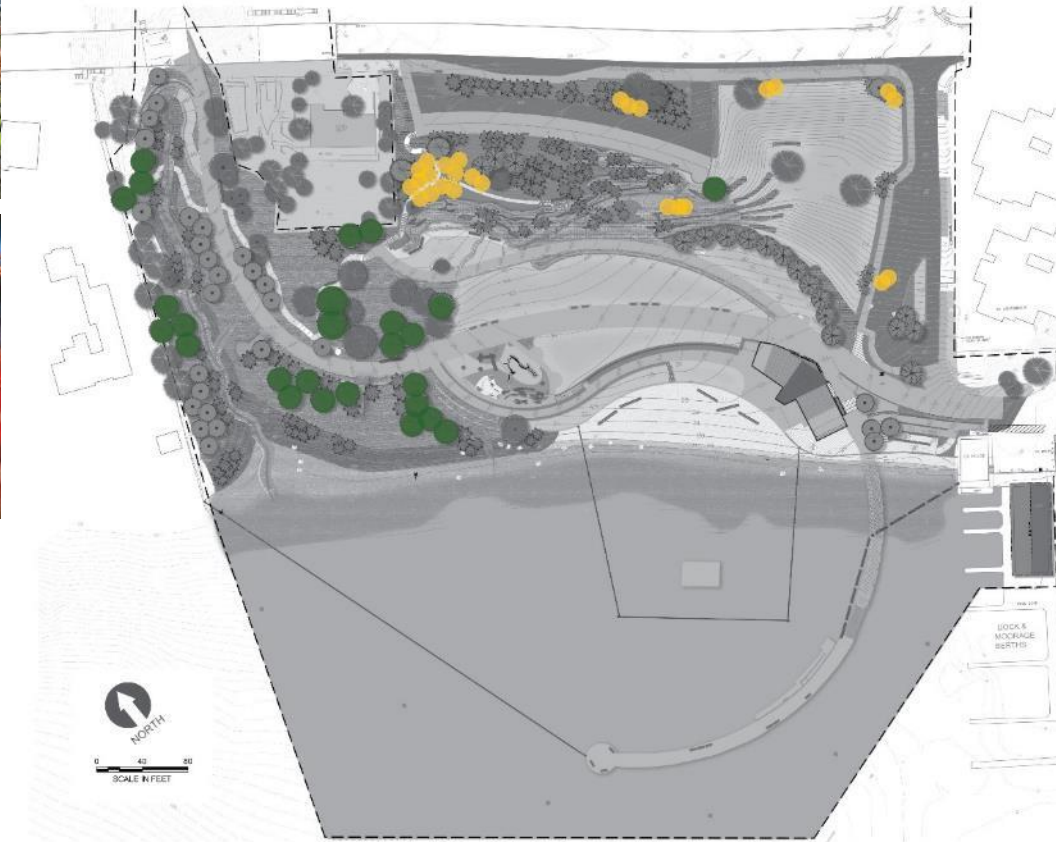


Experiential Design: Fall Seasonal Interest

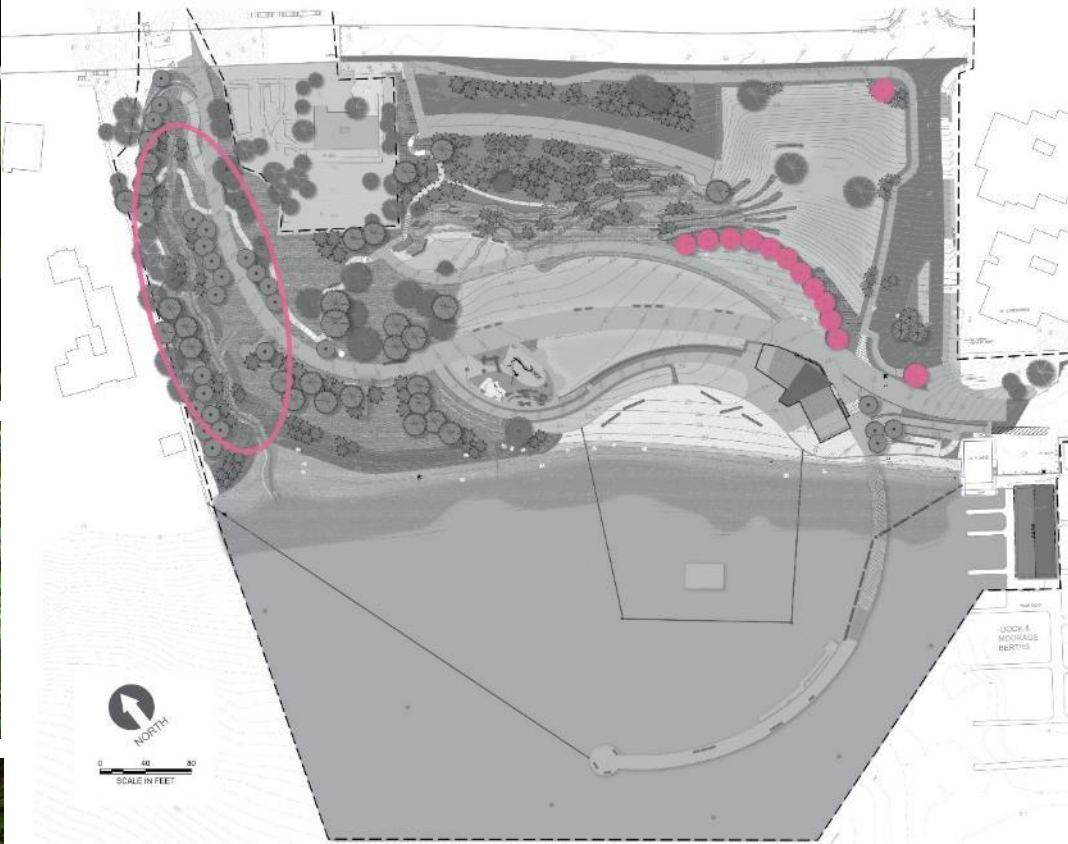


Fall Colors

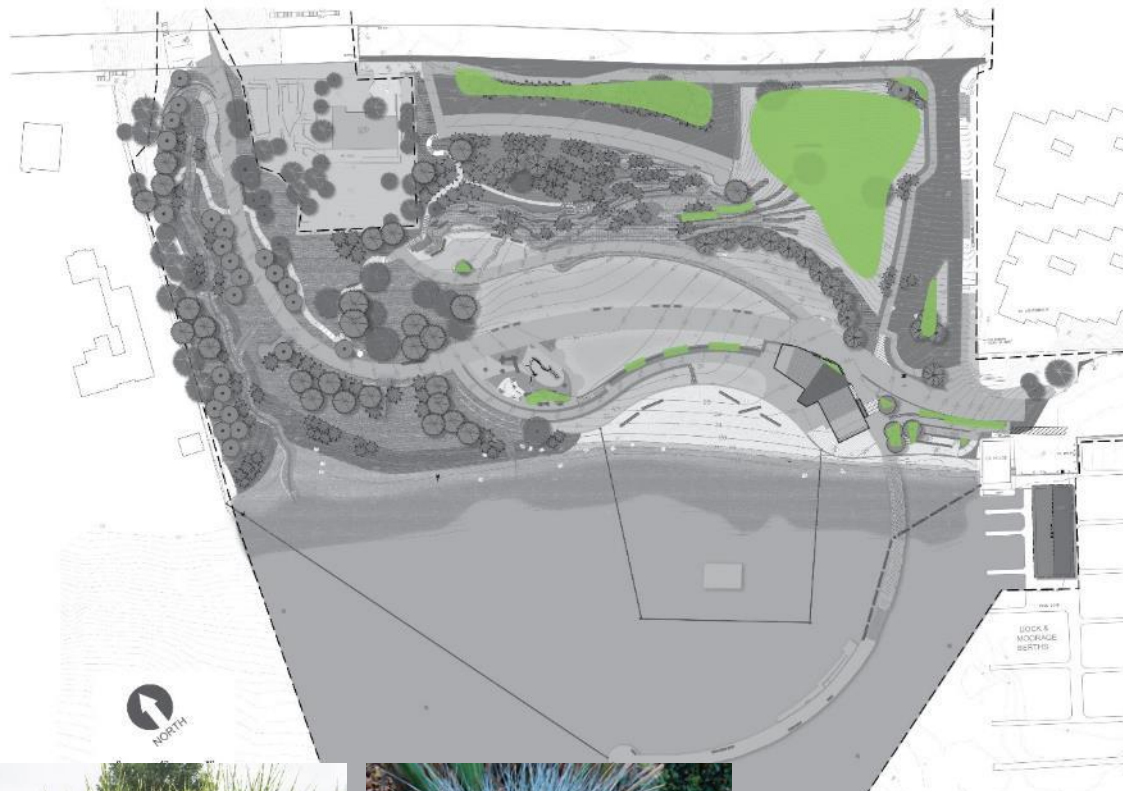
Experiential Design: Winter Seasonal Interest



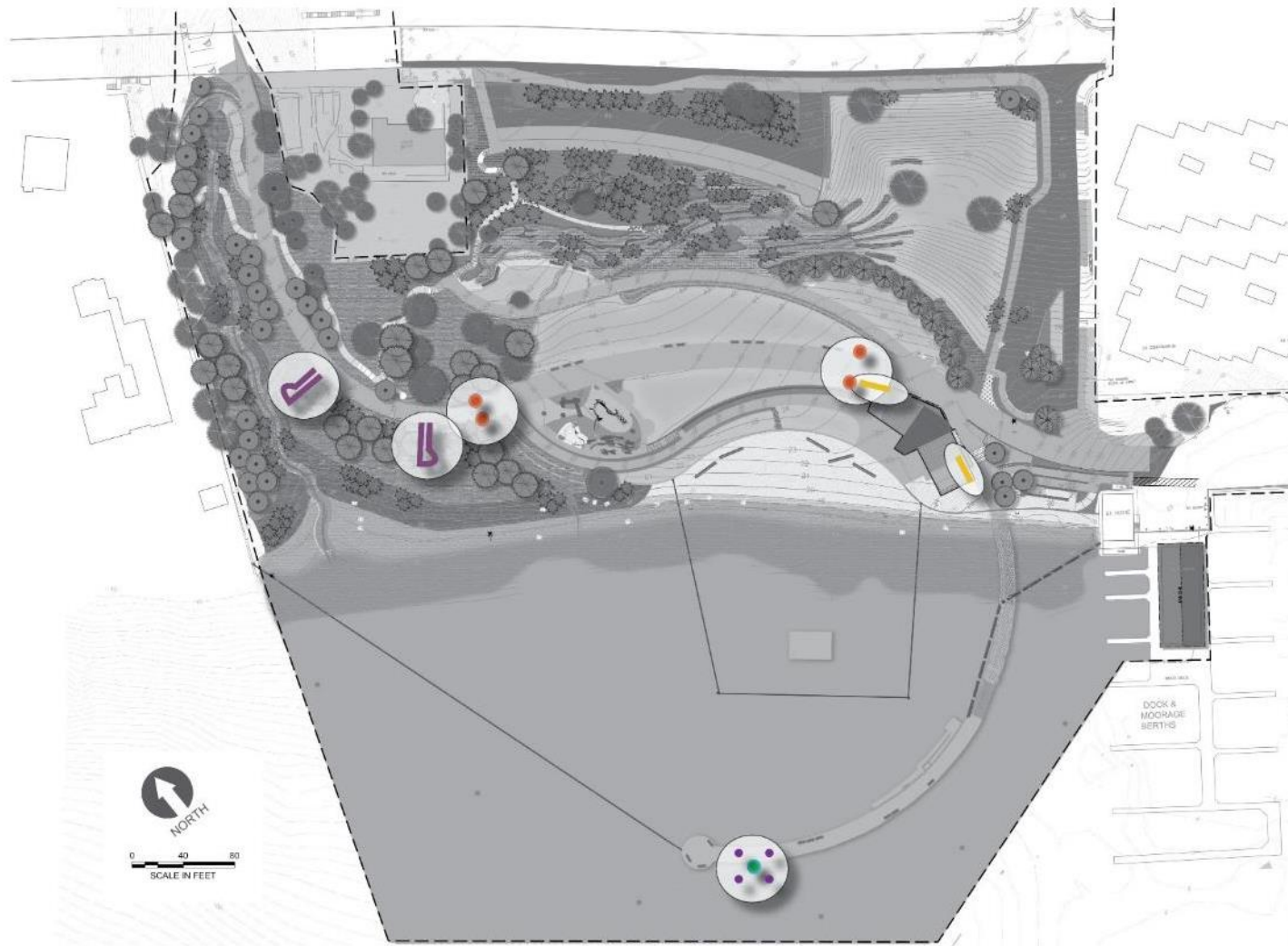
Experiential Design: Spring Seasonal Interest



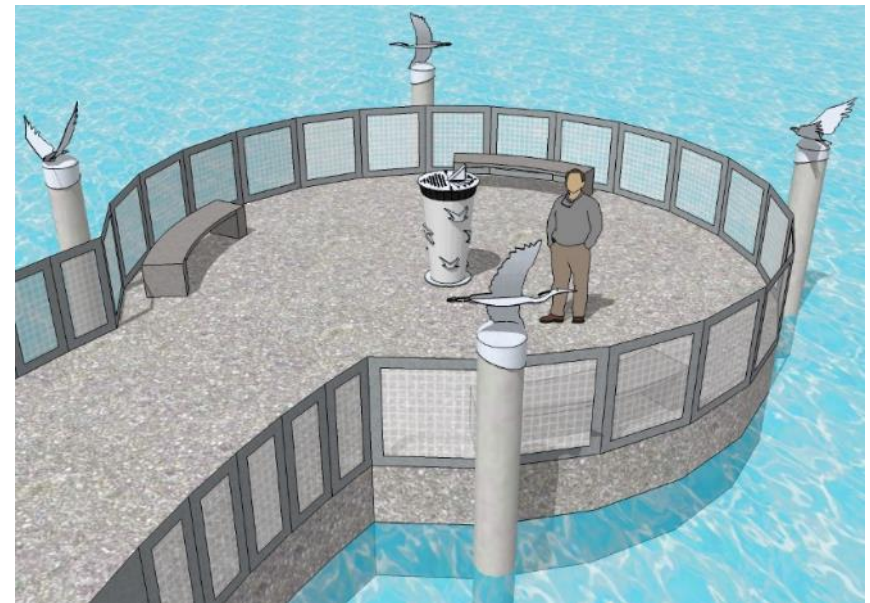
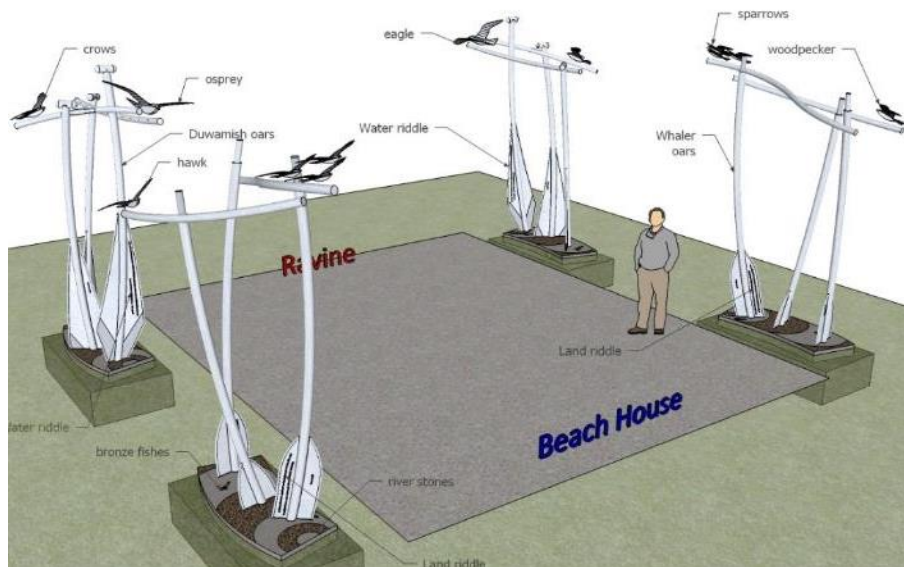
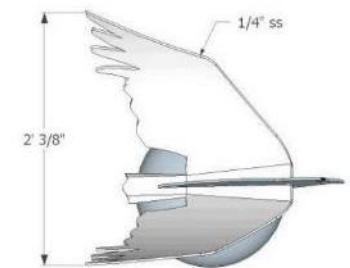
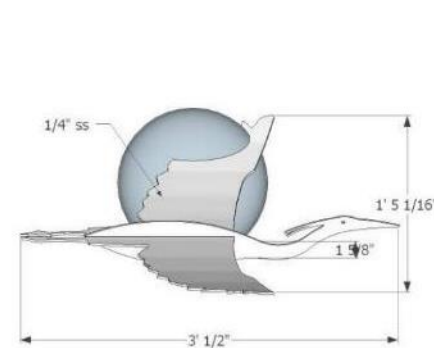
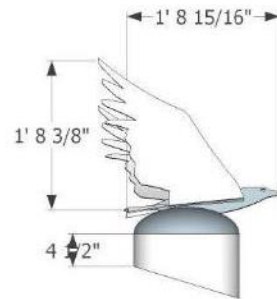
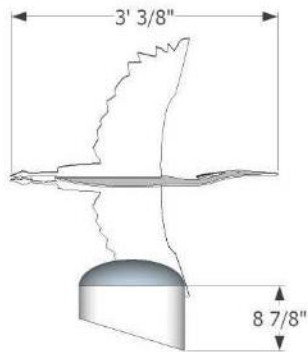
Experiential Design: Summer Seasonal Interest



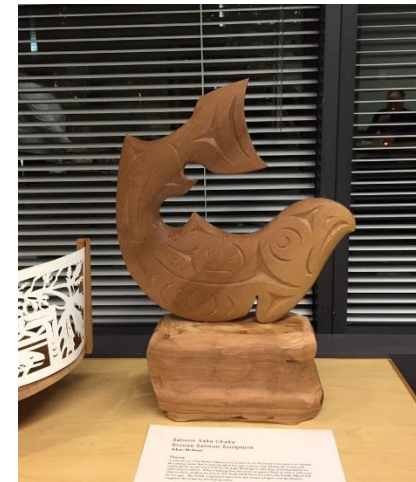
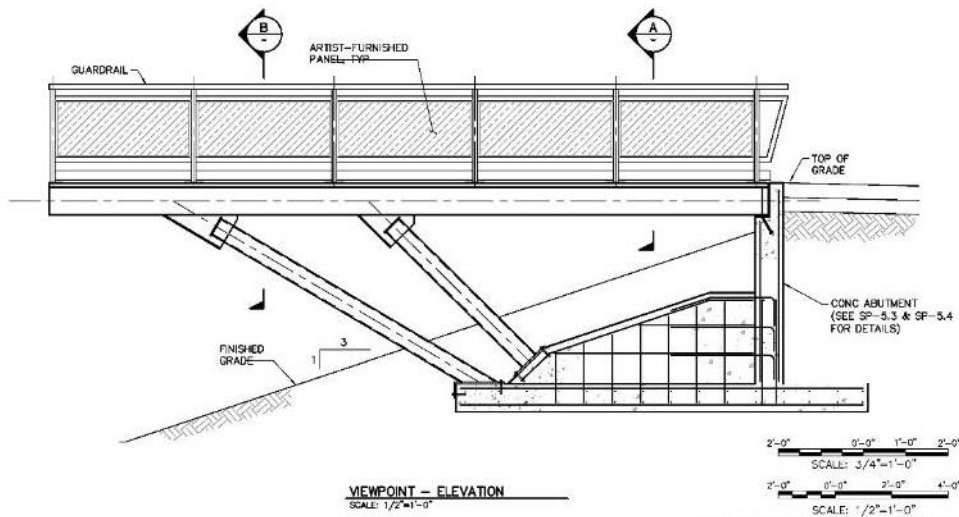
Experiential Design: Public Art



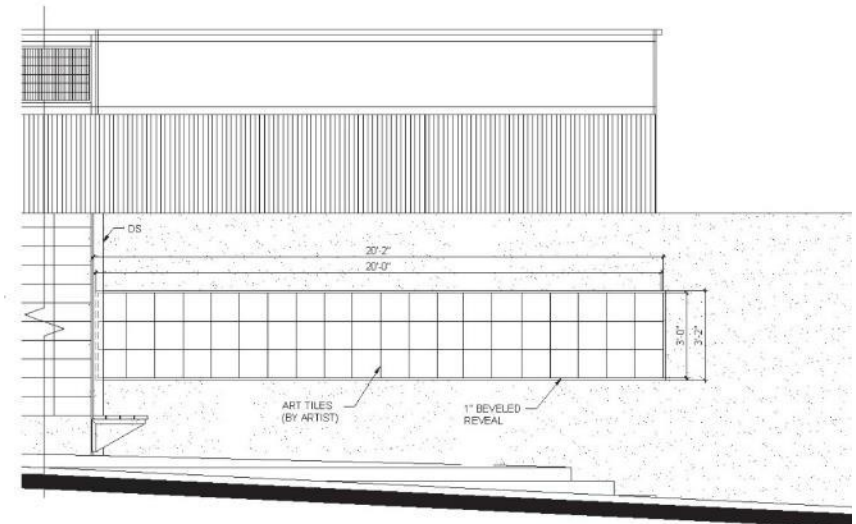
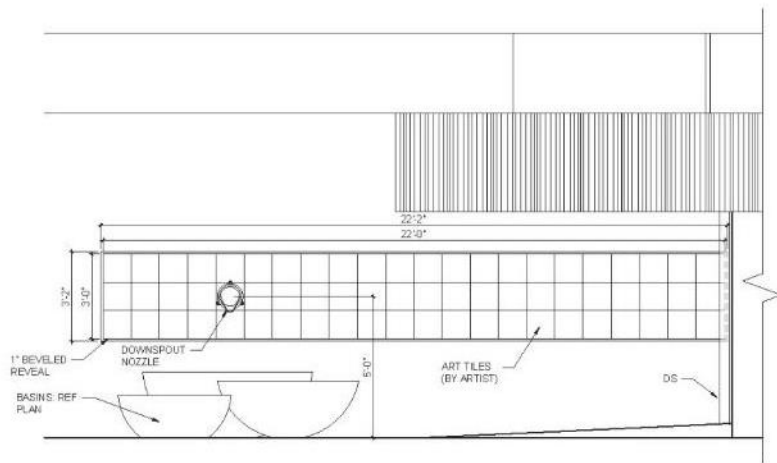
Experiential Design: Pier and Promenade Art



Experiential Design: Ravine Art



Experiential Design: Beach House Art



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